

AMENDMENTS TO THE CLAIMS

- At time of the Action: Claims 9-18, 32-39, and 41-42
- Previously Withdrawn Claims: Claims 1-8 and 20-31
- Previously Canceled Claims: Claims 19 and 40
- Canceled Claims: Claims 10, 13, 16, and 33
- Amended Claims: Claims 9, 17, 32, and 41
- New Claims: Claims 43-46
- After this Response: Claims 9, 11-12, 14-15, 17-18, 32, 34-39, and 41-46

The following listing of claims replaces all prior versions and listings of claims in the application.

1. (Withdrawn) A method comprising:

silently signing in a user of an offline game title onto an online gaming service; and

providing the signed in user with one or more online services.
2. (Withdrawn) A method as recited in claim 1, wherein the online services are selected from a group comprising an in-game notification, a cross-title invitation, a friend request, and data corresponding to a friends list.
3. (Withdrawn) A method as recited in claim 1, wherein the signing in is through a public network.
4. (Withdrawn) A method as recited in claim 1, wherein the signing in utilizes information corresponding to a specific input controller.
5. (Withdrawn) A method as recited in claim 1, wherein if the signing in fails, the user has an option to initiate an interactive sign-in process.
6. (Withdrawn) A method as recited in claim 1, wherein the silently signing in is performed manually.
7. (Withdrawn) A method as recited in claim 1, wherein the silently signing in is performed without user interaction.

8. (Withdrawn) One or more computer-readable media storing computer executable instructions that, when executed, perform the method as recited in claim 1.

9. (Currently Amended) A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

determining if at least one user account is present on ~~a~~ the dedicated game console;

if the at least one user account is present, determining if automatic sign-in is enabled on the dedicated game console; and

if automatic sign-in is enabled, silently signing in a most recently signed in user account onto an online service without requiring action by a user, wherein the silently signing in comprises:

opening a secure communication channel between the dedicated game console and a security gateway based on a security ticket obtained from a key distribution center;

establishing a security key configured to encrypt data transferred between the dedicated game console and the security gateway;

transmitting encrypted data packets between the dedicated game console and a secure data center, the data center accessible via the security gateway;

registering a presence of the specific user account by a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing a user of the dedicated gaming console with access and online service available from the secure data center.

10. (Canceled)

11. (Previously Presented) A method as recited in claim 9, further comprising:
determining whether the signing in was successful; and
if the signing in was unsuccessful, reporting an error in a status message window of a main menu generated by a game loaded in the dedicated game console.

12. (Original) A method as recited in claim 11, wherein the error is selected from a group comprising passcode required and sign-in failed.

13. (Canceled)

14. (Previously Presented) A method as recited in claim 9, further comprising:
determining whether the signing in was successful; and
if the signing in was unsuccessful, initiating an interactive sign-in, wherein the interactive sign-in comprises providing a user name and an authorization code via a controller coupled to the dedicated game console.

15. (Previously Presented) A method as recited in claim 9, further comprising:
determining a status of the signing in; and next
returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

16. (Canceled)

17. (Currently Amended) A method as recited in claim ~~16~~, ~~wherein the~~ 9, wherein after the silently signing in, the user has access to a notification ~~[[is]]~~ selected from a group comprising a friend request and a cross-title game invitation to switch from an offline game to an online game, wherein the offline game is played by players with access to the dedicated game console and wherein the online game allows the players to play the online game against one or more other players online.

18. (Previously Presented) A method as recited in claim 9, further comprising:
if the at least one user account is present, determining if a controller is coupled to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console; and
silently signing in the specific user account onto the online service.

19. (Previously Canceled)

20. (Withdrawn) An apparatus comprising:
an interface configured to communicate with an online game service via a public network;
and
a processor coupled to the interface, the processor configured to silently sign in a most recently signed-in user of the apparatus,
wherein after the signing in, the user is capable of receiving online services.

21. (Withdrawn) An apparatus as recited in claim 20, wherein the online services are selected from a group comprising an in-game notification, a cross-title invitation, a friend request, and data corresponding to a friends list.

22. (Withdrawn) An apparatus as recited in claim 20, wherein the apparatus is an Xbox game console.

23. (Withdrawn) An apparatus as recited in claim 20, wherein the interface is provided by an offline game title.

24. (Withdrawn) An apparatus comprising:
means for silently signing in a user of an offline game title onto an online gaming service;
and
means for providing the signed in user with one or more online services.

25. (Withdrawn) An apparatus as recited in claim 24, further including means for signing in through a public network.

26. (Withdrawn) An apparatus as recited in claim 24, wherein if the signing in fails, the user is provided with means for an interactive sign-in process.

27. (Withdrawn) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:

silently signing in a user of an offline game title onto an online gaming service; and providing the signed in user with one or more online services.

28. (Withdrawn) A computer-readable media as recited in claim 27, wherein the online services are selected from a group comprising an in-game notification, a cross-title invitation, a friend request, and data corresponding to a friends list.

29. (Withdrawn) A computer-readable media as recited in claim 27, wherein the signing in is through a public network.

30. (Withdrawn) A computer-readable media as recited in claim 27, wherein the signing in utilizes information corresponding to a specific input controller.

31. (Withdrawn) A computer-readable media as recited in claim 27, wherein if the signing in fails, the user is provided with an interactive sign-in process.

32. (Currently Amended) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:

- determining if at least one user account is present on a gaming device;
- if the at least one user account is present, determining if automatic sign-in is enabled; and
- if automatic sign-in is enabled, signing in a most recently signed in user account onto an online service, wherein the signing in comprises:

opening a secure communication channel between the gaming device and a security gateway based on a security ticket obtained from a key distribution center;

establishing a security key configured to encrypt data transferred between the gaming device and the security gateway;

transmitting encrypted data packets between the gaming device and a secure data center, the data center accessible via the security gateway;

registering a presence of the specific user account by a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing a user of the gaming device with access to an online service available from the secure data center.

33. (Canceled)

34. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and
if the signing in was unsuccessful, reporting an error.

35. (Original) A computer-readable media as recited in claim 34, wherein the error is selected from a group comprising passcode required and sign-in failed.

36. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and
if the signing in was unsuccessful, initiating an interactive sign-in.

37. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

38. (Original) A computer-readable media as recited in claim 32, wherein after the signing in, the user has access to one or more items selected from a group comprising a friends list and a notification.

39. (Original) A computer-readable media as recited in claim 38, wherein the notification is selected from a group comprising a friend request and a cross-title game invitation.

40. (Previously Canceled)

41. (Currently Amended) A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

coupling a controller to a one of a plurality of controller support subassemblies of the dedicated game console, wherein the dedicated game console comprises:

a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus

configured to carry data from the three-dimensional graphics processing unit to the video encoder;
and

the plurality of controller support subassemblies, each controller support subassembly
supporting a plurality of controllers;

determining if a memory unit of the controller corresponds to a specific user account; and
when a member unit of the controller corresponds to the specific user account, silently
signing in the specific user account onto an online service, wherein the silently signing in
comprises:

opening a secure communication channel between the dedicated game console and
a security gateway based on a security ticket obtained from a key distribution center;

establishing a security key configured to encrypt data transferred between the
dedicated game console and the security gateway;

transmitting encrypted data packets between the dedicated game console and a
secure data center, the data center accessible via the security gateway;

registering a presence of the specific user account by a presence server inside the
secure data center; and

responsive to registering the presence of the specific user account, providing a user
of the dedicated gaming console with access to an online service available from the secure
data center.

42. (Previously Presented) The method as recited in claim 41, wherein the
memory unit of the controller is removable.

43. (New) A method as recited in claim 9, wherein after the signing in, the user has access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.

44. (New) A method as recited in claim 9, wherein the dedicated gaming console comprises:

a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder;

a plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers; and

a one or more controllers.

45. (New) A computer-readable media as recited in claim 32, wherein the gaming device comprises:

a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder;

a plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers; and

a one or more controllers.

46. (New) A computer-readable media as recited in claim 38, wherein the friends list comprises a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.